



## COSTA MESA ADULT SOFTBALL RULES AND REGULATIONS

(Updated 5/20/11)

The Southern California Municipal Athletic Federation (SCMAF) softball rulebook and these rules and regulations will govern play, teams and games in the City of Costa Mesa Recreation Softball Leagues.

### ADMINISTRATION

The City of Costa Mesa's Recreation Division is responsible to set forth and maintain the rules and regulations necessary to govern recreation leagues and has final authority over any disparities.

### INSURANCE AND LIABILITY

Persons or players in any activity sponsored by the Costa Mesa Recreation Division **are not** covered by the City's insurance and the City **does not** assume responsibility for personal injury or property damage.

**Player's Medical Benefit Fund (PMBF).** The fund is a player's medical benefit fund that is available through S.C.M.A.F for \$42.00 per team. This fund provides financial assistance up to \$500 toward injuries incurred during the season. Teams are encouraged to take advantage of this opportunity. For more information on this fund, contact the Adult Sports Softball office at (714) 327-7560.

### REGISTRATION PROCEDURES

Resident and returning teams have two days priority on registration for all leagues. A resident team must have nine players on the roster who reside in the City of Costa Mesa. Teams with a sponsor from a Costa Mesa business **and** with six Costa Mesa residents qualify as a resident team. Residency can be verified with a driver's license or current utility bill. Returning teams must have five players returning from the immediate previous season. Open registration for teams who do not meet the residency or returning requirements will be accepted on a first come, first serve basis depending on availability.

### ROSTERS AND PLAYER ELIGIBILITY

1. Each team shall be allowed a maximum of sixteen (16) players including a playing manager.
2. Players are required to sign the official roster before they are eligible to play. It is the manager's responsibility to verify that each player has signed the roster before playing any game.
3. Persons under 18 years of age must be related to an adult team member and must also have a medical release form on file with Recreation Division. All participants must be at least 16 years of age.

REVISED 5/20/11

4. All roster additions or changes will be submitted in writing to the field site supervisor prior to game time. Each team will be allowed a maximum of four (4) additions per season and must complete an official add/drop sheet. All players added shall be of similar skill level to the player they are replacing.
5. Roster changes must be made prior to the sixth game.
6. All players must have picture identification in their possession at each game.

## LEAGUE RULES

1. Games will be played at TeWinkle Park Athletic Fields. Directions to the TeWinkle Sports Complex may be obtained by phoning the Field & Adult Sports Hotline a (714) 754-5621.
2. All games will consist of 7 innings **or** a one hour and five minute time limit. No new inning shall begin after the time limit has elapsed.
3. Each batter will begin their at bat with a 1 ball and 1 strike count.
4. **Game time is the forfeit time.** Any team unable to start and/or finish the game with a minimum of 8 roster players shall forfeit the game. The umpire's watch shall be the official time. **EXCEPTION:** With the consent of the acting team manager of the non-forfeiting team, a ten-minute grace period will be allowed with the umpire beginning clock at the regularly scheduled game time.
5. The Recreation Division shall furnish all game balls. Teams shall furnish bats and other equipment.
6. One umpire is scheduled per game. The umpire will keep the official game score. It is the responsibility of both managers to verify the score at the end of each inning of play. Both teams are encouraged to keep a scorebook.
7. **Free Substitution** – Team's have the option of batting their entire legal roster or any number of players up to 16. Anyone playing defense must be in the batting order. A player who is not batting or playing defense may be used as a regular substitute. **Note:** The starting batting order will be followed but defensive changes may be made at any time.
8. No infield practice will be allowed prior to game time or after the first inning. Pitchers will receive one (1) warm-up pitch after the first inning.
9. **Mercy Rule** - If a team is ahead by **20** or more runs after 4 innings, **15** or more runs after 5 innings or **10** or more runs after 6 innings then the umpire shall call the game. Note: If the home team is leading by enough runs to qualify as a mercy, they shall not bat in the bottom of the inning.
10. There will be no refunds of entry fees after divisions have been formed and schedules printed.

11. Dogs must be on a leash at all times. The leash should be no longer than 6 feet in length. **(City of Costa Mesa Ordinance Code Section 3-112).**

12. No postponements will be allowed without prior approval from the Recreation Division and the opposing team/manager. The Recreation Division reserves the right to change the schedule if required. Postponed/rainout games will usually be made up at the end of the regular season.

## City Mudline

City Maintenance staff shall inspect all City owned fields at the TeWinkle Park Athletic Complex. Contact the City MUDLINE Monday -Friday at 2:30 p.m. and Saturday - Sunday by 7:30 a.m. at (714) 754-5041 **PLEASE listen to the entire message because the fields may open back up on the weekend after 2:30pm. Press #1** TeWinkle Park Baseball and Softball Fields

**ILLEGAL BATS** – Bats are considered illegal based on several categories, which include but are not limited to:

- Multiple wall or similar construction
- Exceed 1.20 bpf
- Contain titanium
- Pose a potential significant risk for injury
- A.S.A. approval does not guarantee approval for City of Costa Mesa Softball Leagues.
- Composite
- Double walled
- Umpires shall have final authority to rule on bat eligibility during games.
- A Legal & Illegal bat list is posted on the City's website at:  
[www.ci.costa-mesa.ca.us/recreation/CMAAdultSports.htm](http://www.ci.costa-mesa.ca.us/recreation/CMAAdultSports.htm)

## COED LEAGUE RULES

### ***Regular Coed:***

A minimum number of eight (8) players, four of each gender, are needed to start a game. On defense, you must field at least 4 men, but never more than 5 men. You may field 5 women and 4 men, or 4 women and 5 men.

### ***Modified Coed:***

Ten players may play defense, 6 men and 4 women. With 9 players used on defense, a minimum of 4 must be women. With 8 players used on defense 3 must be women and only 5 men may participate. Teams with less than 3 women will have games forfeited.

### ***Batting Order:***

1. Separate batting line-ups for men and women will be used. Two men or two women may never bat in consecutive order.
2. A male batter who is intentionally walked on 4 balls without a strike thrown during his at-bat shall be awarded second base for Coed only.

3. When a female is at bat, the rover shall be female only.
4. When a female is at bat, a minimum of 3 outfielders must remain behind an outfield restriction line 160 feet from home plate until the batter swings at the pitch.

**Commitment Line** – All coed leagues classified as “D” will play with a commitment line placed approximately 15 feet up the third base line from home plate. Once a base runner has crossed this line the runner **must** continue towards the direction of home plate. Note: Any player that crosses back over the line moving in the direction of 3<sup>rd</sup> base will be ruled out instantly. Unless this action warrants the 3<sup>rd</sup> out of the inning, the play shall continue if remaining runners are on base.

**Plate Extension Line** – Runners coming home must cross a plate extension line that will extend from the front corner of home plate on the third base side, into foul territory beyond the batters box and perpendicular to the third base line. Tagging the runner by the fielder is never allowed at home plate. Fielder must step on home plate (not including extension mat) with possession of the ball ahead of incoming runner to record the out. Any part of the runners’ body must be beyond the extension line ahead of play by the fielder to be ruled safe. Any runner who makes contact with the plate will be ruled out regardless if play is being made on runner. **EXCEPTION:** All runners will be allowed, but not required, to touch home plate when scoring on a home run hit over the fence.

## GROUND RULES

1. **At no time do we insist or make it mandatory for anyone to slide, only to avoid contact.** However, runners may not interfere with a throw. If a runner chooses not to slide, the runner must step aside to avoid being hit by a ball. Catchers must give the runner an angle to get to the plate to avoid collisions.
2. Any batted ball hitting a light pole at TeWinkle Park in fair territory shall be a home run.
3. Keep all unused equipment in the dugout during the game, including bats.
4. **The pitching height will be a maximum of 14 feet** for all leagues. Teams are reminded that this is a judgment call by the umpire.
5. **TeWinkle Fields - Home run rules will be in effect for all leagues.** All Men and Coed “D” league teams will be allowed to have one home run more than the opposing team. If a team is one home run ahead of the opposing team, the next ball hit over the fence in fair territory will be ruled a **ground-rule double**, until the opposing team hits a home run. **Thursday Men’s C Leagues** will be allowed one home run per inning. Any ball hit fair over the fence in fair territory will be ruled a **foul ball** for the rest of that half inning.
6. Teams will be required to retrieve any ball hit over the fence.

## CONDUCT

The Players’ Code of Conduct in the SCMAF rulebook will be strictly enforced. The adult sports supervisor will review all cases of unsportsmanlike conduct.

## SPORTSMANSHIP

1. Players shall not use profane, obscene, or vulgar language in any manner at any time. **(PLAYERS USING PROFANITY WILL BE EJECTED WITHOUT A WARNING).**
2. Any player who verbally abuses an official or staff member before, during or after a game shall be suspended immediately from playing for a length of time determined by the league office. The City of Costa Mesa Recreation Division reserves the right to remove and/or prohibit a team from league play, at any time, at their discretion due to inappropriate classification or unsportsmanlike conduct of its players.
3. Players can be ejected anytime while at the field site, including before, during or after scheduled games. Any player displaying improper behavior or verbal abuse towards an official, spectator, or staff member will immediately be ejected from the game and be ineligible to participate for a minimum of 1 game. Any player who physically abuses, pushes, shoves, strikes, touches or threatens to push, shove, strike or touch an official, spectator or staff member shall be permanently banned from participation in the adult sports program with the City of Costa Mesa and can be prosecuted for assault.
4. ***Alcohol is not permitted in Costa Mesa parks or recreation leagues.*** Any player, spectator or manager of a team consuming alcohol at the field may cause their team to forfeit the game, may be issued a citation, and may result in the player or team being suspended from the league. Any player who, in the umpire's or staff's opinion, is intoxicated or under the influence of drugs, will not be allowed to play in the game.

## SPECTATOR HARASSMENT

**First Warning:** Manager talks to problem person.

**Second Warning:** Umpire asks problem person to leave the game area or team will forfeit.

## LEAGUE STANDINGS

1. The total number of points awarded during the league play will determine playoff seeds.

**Point system is as follows:**

- Teams receive 2 points for a WIN
- Teams receive 1 point for a TIE
- Teams receive 0 points for a LOSS
- A 1-point deduction will be assessed to teams forfeiting due to lack of players at start of game.

2. If teams are tied at the end of the season the following tiebreaker will be utilized to determine the higher seed.

**Head-to-Head:**

- If team "A" beats team "B" – team "A" is the Higher Seed
- If team "A" wins both games against team "B" - team "A" is the Higher Seed.
- If team "A" and "B" split games, a tiebreaker of runs scored between the two teams during head to head games, will declare the Higher Seed.

- If a tie still occurs, overall runs scored throughout league play will determine the Higher Seed.
3. All league rules will apply for playoff games including the time limit and mercy rule. Exception: If the score is tied after 7 innings or after the time limit has expired, extra innings will be played until a winner is determined.
  4. Any inning after time has expired shall be considered extra innings.

## **PLACEMENT GAME**

The Recreation Division softball staff will evaluate each league after week 1 of games played. The Recreation Division may at their discretion change/modify any league by moving teams into other leagues. The Recreation Division will not move teams after week 1 of game to another night.

- Game will count towards regular season schedule.
- Run total for placement game will not be counted towards playoff tie breaker.
- Head to head record will count towards playoff tie breaker.
- Game result will count towards regular season record.

## **PLAYOFFS**

All regular season teams will enter the playoffs. Seeds will be administered according to regular season records and standings. Playoffs begin the 9<sup>th</sup> week of the season.

### **6-TEAM LEAGUE PLAYOFFS**

1. Teams will be seeded according to the order they finished in league play.
2. The first round of Playoffs will see the 1st seed face the 6th seed, the 2nd seed will face the 5th seed, the 3rd seed will face the 4th seed. Losing teams from week 9 are eliminated. Top seed remaining after week 9 playoff games will automatically advance to championship game, played in the 10<sup>th</sup> week.
3. Two remaining teams will play a semi-final game. Winner advances to the championship game and will play top seeded team for league championship.

### **8-TEAM LEAGUE PLAYOFFS**

1. Teams will be seeded according to the order they finished in league play.
2. The first round of Playoffs will see the #1 seed face the #6 seed, #2 seed will face #7 seed, #3 seed will face #8 seed, #4 seed will face #5 seed.
3. Winners will face off in the semi-finals and losing teams are eliminated.
4. Winners of each semi-final game will play in a Championship game and the losing semi-final teams are eliminated.

## LEAGUE CHAMPIONS

1. Awards will be passed out to the winning team 2 to 3 weeks after the championship game (all softball nights) has been completed. Contact Jorge Prado if you have questions about your awards 714-327-7560. Awards can be picked up at the Downtown Recreation Center.
2. The Recreation Division reserves the right to evaluate any team that has won their division and been awarded Championship status. Note: A Change in division may result in a change in night played. Teams that are willing to change 5 players (Coed: 3 men and 2 women) on their current roster will be considered for continuation in the same division.

## UMPIRE FEE

Umpire fees are included in the \$540 team registration fee (\$410 team fee, \$130 umpire fee). Umpires will receive \$26 per game for services. The City of Costa Mesa handles all umpire payments.

## PROTESTS

1. All protests will be handled in accordance with Appendix A in the SCMAF rulebook.
2. Team managers desiring to protest a game **must notify the umpire at the time of the rule misinterpretation, before the next pitch.** This protest shall be forwarded the next day to the Adult Sports Supervisor with a ruling to be made within 3 working days. Note: No protest will be considered which involved only the umpire's judgment.
3. Any protest involving ineligible players must be made by the opposing team's manager or acting manager prior to the last out of the 3<sup>rd</sup> inning. If protested player does not enter the ballgame until after the last out of the 3<sup>rd</sup> inning, then protest should be made immediately upon entry of player into the game. The protest must be made to the umpire and site manager. **Teams may question the eligibility of no more than 2 players per game.** If possible, the protest will be determined on the spot. Teams found playing with ineligible players will forfeit their game and will be required to pay the additional \$13 forfeit fee.